BUMPERBALL

by Greg Young

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REQUIRES: Atari 400/800 with at least 16K, joystick and 810 disk drive (or 410 Program Recorder).

LOADING THE GAME

Load the game by placing the diskette in drive 1 and powering up your computer.

For the tape version, use standard tape-boot procedures, as follows. With the computer off, place the cassette in the 410 Program Recorder and press PLAY. Then hold down the START button on the computer and turn it on -- still holding START. You will hear a beep. Press RETURN and the tape will begin to load. This will take a while. When the title appears on the screen you will hear another beep: ignore it -- a second part of the game is loading.

PLAYING BUMPERBALL

You have your choice of two games: BUMPERBALL and EASYBALL. The difference between the two is that in EASYBALL, all bumpers are lit and move together, while with BUMPERBALL, only one level of bumpers is lit: the joystick must be moved up or down to light the level of bumpers that you wish to move.

The object of both games is to score points by controlling the path of the spinning ball. The ball is controlled by positioning moveable bumpers so that it bounces off of them in the direction you chose.

The bumpers can be placed in one of three positions: left, center or right. In both games, the easiest way to return the bumpers to their center position is to simply change the level of the joystick: that is, move it up or down.

SCORING AND PLAYING HINTS

Scoring happens when the ball travels over a score value. You will notice that some of these are in open "channels", while others are in closed "buckets". If your ball goes into a bucket, its turn is over. So you want to keep it out of the buckets and moving through the channels.

As play progresses, the playfield will change. Each change is signaled by a change in the playfield color. The way in which the playfield changes is NOT random: it is a function of how the ball is controlled. As you play more, you will get to know how the playfield is affected by the ball's movement. Once you learn this, you should be able to keep a ball in play longer and longer. Because of this, THERE IS NO THEORETICAL UPPER SCORING LIMIT!

At times the ball may appear to be stuck in a repeating pattern. Be assured that there is a way out of these patterns (besides bumping the ball into a bucket). You can always keep a ball alive: keep trying different bumper combinations until you find a way to change the playfield.

There are two special scoring cases: the large, flashing "B", and the flashing "scoring sequence starter".

Moving the ball through the "B" gives you bonus points. You can get a maximum of two bonuses per ball due to the way in which the playfield changes. After this, the ball will bucket out. So, you have a choice of going for quick, big scores, or keeping the ball in play for more, smaller scores.

The special scoring sequence is started by moving the ball through either of the flashers. This turns on two 5-point scores. Hitting both of these turns on a 30-point score. Any time your ball goes through a flasher, the sequence is restarted.

BUMPERBALL and EASYBALL are not easy games, but we believe that they are loads of fun. Hope you enjoy them!

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